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KONAMI

SNS-5Z-USA

WACKY SPORTS CHALLENGE™

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM®

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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Contents

Hi there and welcome to another fun, exciting Konami game! Before heading to the field, we recommend that you read this manual to enhance your gaming experience.

Meet the Athletes 4
How to Play 6
The Events 7
Game over & Continue 7
Connecting the Controllers 8
- Power Guage 9

Starting Up 10
Passwords 13
Options 14
The Events:
- Ice Cream Toss 15
- The Chicken Dash 16
- Weight Lifting 17
- Saucer Throw 18
- Obstacle Course 19
- Birdman Contest 20
- Freestyle Skiing 21
- Pole Vault 22
- Bungee Jump 23
- Log Cutting 25
- Swimming 26
- Hammer Bash 27

Warranty 30
Consumer Support 31

Tiny Toon Adventures™
Wacky Sports Challenge™

Meet the Athletes

Before the games kick off, let's take a look at the MC and the different athletes, and the reasons why the athletes are competing.

Hamton, the Master of Ceremonies

Sweet, loyal and ever-worried, he's usually pre-occupied with food, books, food, neatness and food. (Not necessarily in that order.) Hamton lives with the constant fear that he may have to make a decision on his own.

Buster Bunny

A lively and popular bunny with a positive outlook on life. He's the leader of his bunch of pals.

"I'm taking to the field to show everyone that I'm the best sportsman at Acme Looniversity."

Babs Bunny

A free-spirited tomboy whose ambition is to become an actress.

"You bet it is! And I'm going to use my prize money to build 'The Babs Bunny Hall' for my performances!"

Plucky Duck

An emotional and short-tempered type. He's a dreamer who tends to overestimate his own abilities.

"I'm going to put my prize money towards my Presidential campaign fund."

Dizzy Devil

A muscle man who loves partying and gobbling down food.

"When Dizzy win, Dizzy have big party!"

How to Play

Game Courses

The game starts from the Easy course. Clear all of the events, and if you have proven yourself to be a top-class athlete you'll be able to move on to the next course.

Easy course

Six events

Normal course

Eight events

Hard course

Ten events

Super course

Twelve events

Do your best to win in all the twelve different events over the four courses!

The Events

Moving on to the next event

To move on to the next event, the player (or one of the players if there is more than one person playing) must qualify.

The Qualifying score for each event is displayed on the Event Rules screen.

The score for an event is displayed when the event finishes. If you scored any bonuses during the event they will also be added to your score.

Game Over and Continue

If you failed to qualify for an event the game will end. To continue playing from the start of the event you were just playing, select Continue by moving the Control pad up/down, and then press the A button or the Start button. You can Continue three times.

Connecting the Controllers

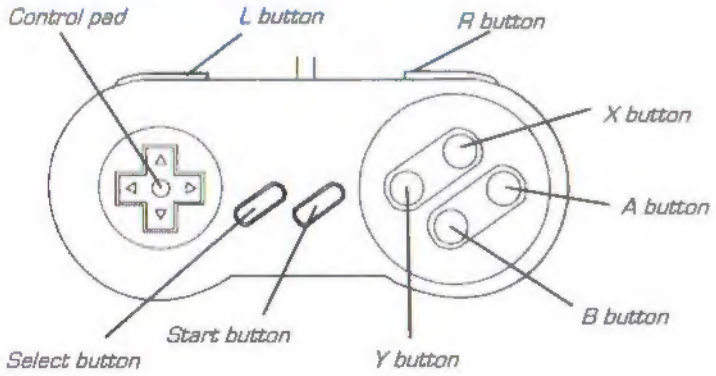
When one or two people are playing:

Connect the 1P controller to Port #1 of your Super NES system, and the 2P controller to Port #2.

When three or more people are playing:

Connect the SNES Multi-player adapter into Port #2 of your Super NES system. Then connect the 2P, 3P, and 4P controllers into Ports #2, #3, and #4 respectively of the SNES Multi-player adapter.

Parts of the Controller



Refer to "The Events" section beginning on page 15 for details on controller operations for each event. You can change the button configuration in Option mode. You can press the A button repeatedly or rapidly alternate between the A and B buttons.

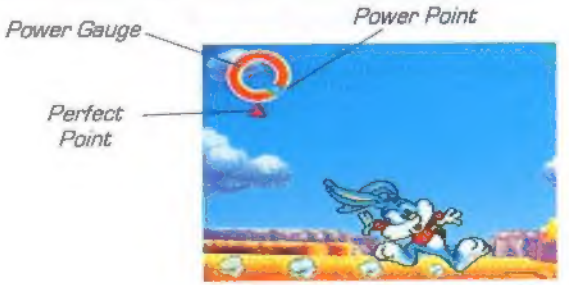
Power Gauge

The Power Gauge is used in events that require strength. The gauge is displayed at the top of the screen during each event.

Repeatedly press the A (B) button to rotate the Power pointer and build up your power. When you reach the desired power level, press the Control pad (in any direction) to set it. The faster you press the A (B) button, the faster the power level will increase. The color of the gauge changes as the power builds up:

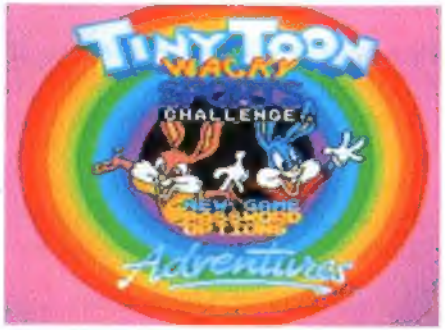
- Pale blue (Weak)
- Green
- Yellow
- Red (Strong)

Some gauges have a "Perfect" Point. The closer you stop the Power pointer gets to the "Perfect" Point, the more power you will get.



Starting the Game

Insert the Game Pak into your Super Nintendo Entertainment System, and turn the power ON. The Konami logo screen and the Title screen will then come up.



Title screen

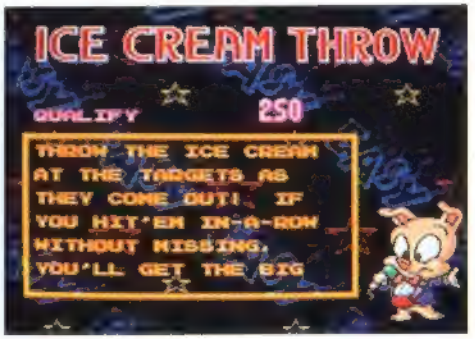
Move the Control pad up/down or use the Select button to choose NEW GAME, and then press the A button or the Start button to set.

PASSWORD: Input a password (see page 6).

OPTIONS: Change the options.

Player Select screen

Press the Control pad left/right to select a player, and press the A button to set. Then press the Start button.



Event Rules screen

After the explanation of the event you'll be playing, Hamton the M.C. will explain the rules of the game. Press the A button or the Start button to start the game.

Note: You can speed up the text by pressing and holding the A button. You can skip the text all together by pressing the START button.

Press the X button at the Event Rules screen to bring up the Controller screen. This will show you what each button does for that event. Press X again to return to the previous screen.

Player Join-In

Other players can join in midway through the game. When the message "Enter Now" appears on the Event screen, press the Start button on the controller of the new player. The new player chooses a character, and then the game continues from the start of the event you were just playing.

Note: You must read the rules of the event for the "Enter Now" message to appear.

Passwords

Each time you successfully complete a course, a password will appear on screen. Use this password the next time you play and you'll be able to start playing from the first event of the next course. The password appears after the Victory screen, on the Character Panel. Make sure you write down the password for future use.

The Password screen

Inputting Passwords

Select PASSWORD at the Title screen to move to the Password screen.

Press the Control pad left/right to move the cursor, and up/down to select a face. Press the A button when you've finished entering your password. If the password is correct, the game will then begin. Press the B button to cancel the Password screen and return to the Title screen.

Options

Move the Control pad up/down to select an option, and left/right to change it.

Button Configurations

You can change the button configuration for the power buttons (the button used to increase power) to **A TYPE**, **B TYPE**, or **C TYPE**. **A TYPE** is the A (B) button, **B TYPE** is the Y (A) button, and **C TYPE** is the L (R) button. (The default power button command is always listed as the **A TYPE** command throughout this manual.)

PAUSE

Lets you turn the Pause function on or off.

SOUND MODE

Lets you choose from stereo or mono sound.

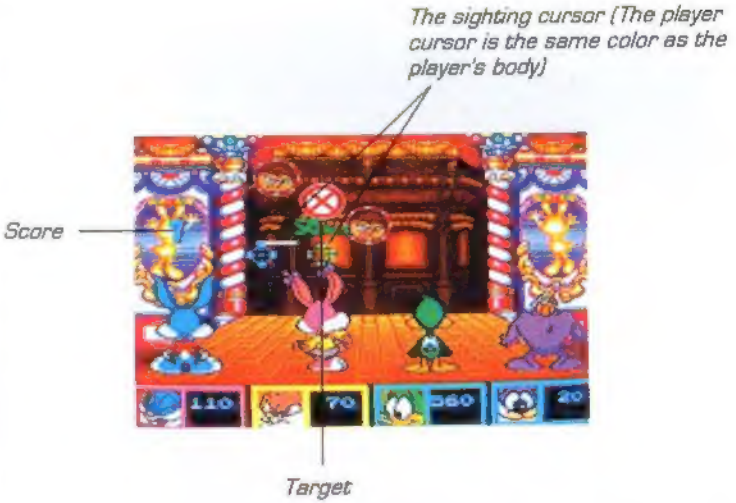
EXIT

Returns you to the Title screen.

The Events

The Ice Cream Toss

Hit the targets with ice cream cones!



Rules

You score points when you hit the targets. If you hit targets repeatedly you'll score high points. If you hit minus targets you'll lose points.

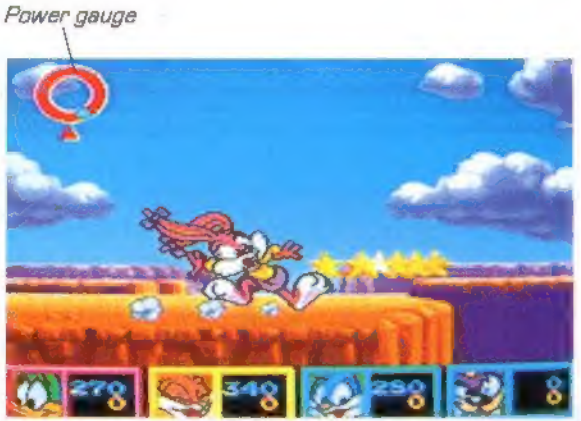
Controls

Move the sighting cursor - Control pad.

Throw ice-cream - A (B) button.

The Chicken Dash

Run to the cliff and get as many stars as you can!



The amount of time left remaining until the Dash begins is displayed below the power gauge. When time is up, you start running at the power level shown on the gauge. To start running before the time is up, press the Control pad to start.

Rules

You receive points by grabbing stars. The highest-scoring star you grab becomes your score for the event. If you fall off the cliff you'll receive a foul.

Controls

Build up power - Press A (B) button repeatedly.

Run (Start)/Brake - Control pad.

Weight Lifting

Build up your power and quickly lift the barbell!

Rules

Build up your power and lift the barbell above your head as fast as you can to receive high points. If you are unable to lift the barbell above your head, or if you are the slowest to do so, you'll be disqualified from competing in the next round.

* If you finish in first place, you'll get the chance to try your luck in the Bonus Chance round. Lift the barbell over your head on one try within the time limit. The faster you do so, the more bonus points you receive.

* Partway through the contest, Sneezer may appear. If he sneezes near you, you may drop your barbell. Stop building up power to defend yourself.

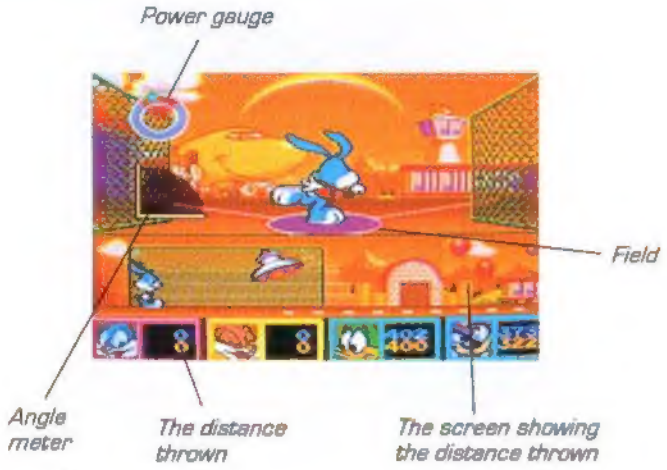
Controls

Build up power - Press the A (B) button repeatedly.

Lift barbell - Control pad.

Saucer Throw

Throw the saucers as far as you can with all your might!



Rules

You receive points according to how far your best throw was. If you throw out of the field, you'll receive a foul.

Controls

Build up power - Press the A (B) button repeatedly.

Set power level and direction (Increase the angle on the angle meter) - Press the Control pad (Hold down the Control pad to increase the angle).

Throw saucers - Release the Control pad.

Obstacle Course

Avoid the obstacles and grab as many items as you can!

Rules

You receive points by taking items and jumping over hurdles. If you knock over a hurdle, fall into a hole, or fall too far behind the other characters, you'll lose points.

Controls

Run - X (Y) button.

Jump - A (B) button.

Move left/right - Control pad left/right.

Hold down the Run button or the Jump button and run into another player to tackle him/her. If you are tackled by another player, all your items will be scattered.

(Items) There is one special item for each player that will triple that player's score.

Birdman Contest

Swoop down on Montana's Max's mansion!

Rules

If you manage to reach the designated score by grabbing enough of the balloons dropped down by the airplane, a rope will be lowered down to you. Take hold of the rope and you'll be lifted up into the air into the plane. Fly the plane and swoop down on Montana Max's mansion. The faster you get there the higher your score will be.

Controls

Move character - Control pad.

Accelerate - X (Y) button.

Brake - A (B) button.

Balloons

Red balloon - 10 points

Yellow balloon - 30 points

Green balloon - 50 points

Freestyle Skiing

Get lots and lots of course markers!

Rules

You score points in this event by collecting course markers, skiing over jumps, and turning other players into snowballs. You lose points if you go over the cliff or if another player turns you into a snowball.

Controls

Move character - Control pad.

Jump/Kick - A (B) button.

If you repeatedly run into obstacles or are repeatedly kicked you'll turn into a snowball and be unable to move for a short while. Also, you'll turn into a snowball if you touch another player who is a snowball.

Pole Vault

Jump up and grab as many stars as you can!

Rules

You score points by grabbing stars. The star with the highest number of points that you grab is recorded as your final score. If you don't place the pole in the hole correctly, or if you don't land on the mat, you receive a foul.

Controls

Run - Press the A (B) button repeatedly.

Put the pole in the hole (Increase the angle on the angle meter) - Press the Control pad (Hold down on the Control pad).

Jump - Release the Control pad.

Move character left/right when descending - Control pad left/right.

Decrease speed of descent - Press the A (B) button repeatedly.

Bungee Jump

Touch as many score blocks as you can within the time limit!

Rules

In this event you bungee jump down to the ground from a cable car. Grab as many score blocks as you can before you spring back up into the air. You can jump as many times as you like within the time limit.

Controls

Move gondola - Control pad.

Advance - Control pad up/A (B) button.

Jump from gondola - A (B) button.

Change direction - Control pad left/right.

Item blocks

- ☐ 10/30 points - Score points.
- ☐ SPEED - Move more quickly on the ground.
- ☐ Elmyra - Elmyra grabs you.
- ☐ EXTEND - Increases the length of time you can stay on the ground.
- ☐ LOSS - Decreases the length of time you can stay on the ground.
- ☐ Montana Max - Montana Max runs over you in his steamroller.

If you're grabbed by Elmyra or run over by Montana Max, press the A (B) button repeatedly and you'll be able to start moving again more quickly.

Log Cutting

Use all your strength to chop up lots and lots of logs!

Rules

You score points by chopping up logs.

Controls

Build up power - Press the A (B) button repeatedly.

Swing ax - Control pad.

Swimming

Pick up lots of items!

Rules

You score points by picking up items.

Controls

Move character - Press the Control pad while pressing the A (B) button repeatedly.

Breathe - Press the Control pad up when above water. (You can also breathe when inside big air bubbles underwater.)

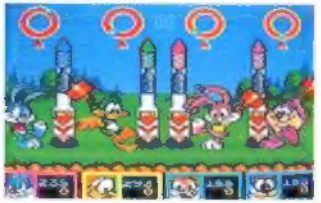
If you touch a shark your items will be scattered.

Items

For each character, there is one special item that awards double item value when that player takes it.

Hammer Bash

Whack the hammer down to make the rocket take off!



When this time runs out, you will swing the hammer above your head at low power.

Rules

The longest distance traveled by the rocket is recorded as your final score. The longer the distance the more points you will score.

Controls

Build up power - Press the A (B) button repeatedly.

Swing the hammer - Control pad.

Move the rocket - Control pad.

If you continue pressing the A (B) button repeatedly, the rocket will fly higher.

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If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint and Tip Line for help on this software and all the fine Konami products.

Konami Game Hint and Tip Line: 1-900-896-HINT (4468)

- ☎ 85¢ per minute charge
- ☎ $1.15 per minute support from a game counselor
- ☎ Touch tone phone required
- ☎ Minors must have parental permission before calling

Hints are available 24 hours a day. Live support Monday-Friday 8:30 A.M. to 5:00 P.M. CST only. Prices and availability subject to change. U.S. accessibility only.

If you experience technical problems with your ***Tiny Toon Adventures®: Wacky Sports Challenge™*** game pak, try our Warranty Services number: (708) 215-5111.

Game counselors are available Mon.—Fri. 8:30 a.m. to 5:00 p.m. CST.

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Online Support

Konami Consumer Support is available online from:

CompuServe: To reach our Customer Support board in the Video Game Publishers Forum, type **Go VIDPUB** at any "!" prompt and access the Konami library. In addition to reading and sending messages, you can receive press releases, hints, codes and other files.

If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #374 for your FREE introductory membership and $15 usage fee credit.